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2 Programming at the processor-memory-switch level
M. R. Barbacci, C. B. Weinstock, J. M. Wing
April 1988 **Proceedings of the 10th international conference on Software engineering**
Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, citings, index terms

Users of networks of heterogeneous processors are concerned with allocating specialized resources to tasks of medium to large size. They need to create processes, which are instances of tasks, allocate these processes to processors, and specify the communication patterns between processes. These activities constitute Processor-Memory-Switch (PMS) Level Programming, in contrast with traditional programming activities, which take place at the Instruction Set Processor ...

3 Hardware compilation for FPGA-based configurable computing machines
Xiaohan Zhu, Bill Lin
June 1999 **Proceedings of the 36th ACM/IEEE conference on Design automation**
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4 Hardware fault containment in scalable shared-memory multiprocessors
Dan Teodosiu, Joel Baxter, Kinshuk Govil, John Chapin, Mendel Rosenblum, Mark Horowitz
May 1997 **ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual**

international symposium on Computer architecture, Volume 25 Issue 2

Full text available: pdf(2.05 MB) Additional Information: full citation, abstract, references, citings, index terms

Current shared-memory multiprocessors are inherently vulnerable to faults: any significant hardware or system software fault causes the entire system to fail. Unless provisions are made to limit the impact of faults, users will perceive a decrease in reliability when they entrust their applications to larger machines. This paper shows that fault containment techniques can be effectively applied to scalable shared-memory multiprocessors to reduce the reliability problems created by increased mach ...

5 System-level power optimization: techniques and tools

Luca Benini, Giovanni de Micheli

April 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 2

Full text available: pdf(385.22 KB) Additional Information: full citation, abstract, references, citings, index terms

This tutorial surveys design methods for energy-efficient system-level design. We consider electronic sytems consisting of a hardware platform and software layers. We consider the three major constituents of hardware that consume energy, namely computation, communication, and storage units, and we review methods of reducing their energy consumption. We also study models for analyzing the energy cost of software, and methods for energy-efficient software design and compilation. This survery ...

6 Re-configurable computing in wireless

Bill Salefski, Levent Caglar

June 2001 **Proceedings of the 38th conference on Design automation**

Full text available: pdf(240.76 KB) Additional Information: full citation, abstract, references, citings, index terms

Wireless communications requires a new approach to implement the algorithms for new standards The computational demands of these standards are outstripping the ability of traditional signal processors, and standards are changing too quickly for traditional hardware implementation. In this paper we outline how reconfigurable processing can meet the needs for wireless base station design while providing the programmability to allow not just field upgrades as standards evolve, but also to a ...

7 Fast compilation for pipelined reconfigurable fabrics

Mihai Budiu, Seth Copen Goldstein

February 1999 **Proceedings of the 1999 ACM/SIGDA seventh international symposium on Field programmable gate arrays**

Full text available: pdf(2.03 MB) Additional Information: full citation, references, citings, index terms

8 A benchmark suite for evaluating configurable computing systems—status, reflections, and future directions

S. Kumar, L. Pires, S. Ponnuswamy, C. Nanavati, J. Golusky, M. Vojta, S. Wadi, D. Pandalai, H. Spaanenberg

February 2000 **Proceedings of the 2000 ACM/SIGDA eighth international symposium on Field programmable gate arrays**

Full text available: pdf(903.38 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a benchmark suite for evaluating a configurable computing system's infrastructure, both tools and architecture. A novel aspect of this work is the use of stressmarks, benchmarks that focus on a specific characteristic or property of interest. This is in contrast to traditional approaches that utilize functional benchmarks, benchmarks that emphasize measuring end-to-end execution time. This suite can be used to assess a broad range of con ...

Keywords: adaptive computing ssytems, benchmarks, configurable computing systems, methodology, specifications, stressmarks

9 Reconfigurable machine and its application to logic diagnosis

Naoaki Suganuma, Yukihiro Murata, Satoru Nakata, Shinichi Nagata, Masahiro Tomita, Kotaro Hirano

November 1992 **Proceedings of the 1992 IEEE/ACM international conference on Computer-aided design**

Full text available: pdf(543.34 KB) Additional Information: full citation, references, index terms

10 Flexible processors: a promising application-specific processor design approach

A. Wolfe, P. Shen

January 1988 **Proceedings of the 21st annual workshop on Microprogramming and microarchitecture**

Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms

A new approach to application specific processor design is presented in this paper. Existing application specific processors are either based on existing general purpose processors or custom designed special purpose processors. The availability of a new technology, the Xilinx Logic Cell Array, presents the opportunity for a new alternative. The Flexible Processor Cell is a prototype of an extremely reconfigurable application specific processor. Flexible processors can potentially pr ...

11 High-performance operating system primitives for robotics and real-time control systems

Karsten Schwan, Tom Bihari, Bruce W. Weide, Gregor Taulbee

August 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 3

Full text available: pdf(3.49 MB) Additional Information: full citation, abstract, references, citings, index terms

To increase speed and reliability of operation, multiple computers are replacing uniprocessors and wired-logic controllers in modern robots and industrial control systems. However, performance increases are not attained by such hardware alone. The operating software controlling the robots or control systems must exploit the possible parallelism of various control tasks in order to perform the necessary computations within given real-time and reliability constraints. Such so ...

12 Programming languages for distributed computing systems
Henri E. Bal, Jennifer G. Steiner, Andrew S. Tanenbaum
September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3
Full text available: pdf(6.50 MB) Additional Information: full citation, abstract, references, citings, index terms, review

When distributed systems first appeared, they were programmed in traditional sequential languages, usually with the addition of a few library procedures for sending and receiving messages. As distributed applications became more commonplace and more sophisticated, this ad hoc approach became less satisfactory. Researchers all over the world began designing new programming languages specifically for implementing distributed applications. These languages and their history, their underlying pr ...

13 The V distributed system
David Cheriton
March 1988 **Communications of the ACM**, Volume 31 Issue 3
Full text available: pdf(2.55 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The V distributed System was developed at Stanford University as part of a research project to explore issues in distributed systems. Aspects of the design suggest important directions for the design of future operating systems and communication systems.

14 Retargetable compiled simulation of embedded processors using a machine description language
Stefan Pees, Andreas Hoffmann, Heinrich Meyr
October 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 4
Full text available: pdf(4.06 MB) Additional Information: full citation, abstract, references, index terms

Fast processor simulators are needed for the software development of embedded processors, for HW/SW cosimulation systems, and for profiling and design of application-specific processors. Such fast simulators can be generated based on the machine description language LISA. Using this language to model processor architectures enables the generation of compiled simulators on various abstraction levels, assemblers, and compiler back ends. The article discusses the requirements of software devel ...

Keywords: DSP processors, HW/SW cosimulation, compiled simulation, instruction set simulators, machine description languages, processor modeling and simulation, system-on-chip

15 Amorphous computer system architecture: a preliminary look
Noel W. Anderson
March 1990 **ACM SIGARCH Computer Architecture News**, Volume 18 Issue 1
Full text available: pdf(486.96 KB) Additional Information: full citation, index terms

16
Session 2A: embedded tutorial: Challenges and opportunities in broadband and wireless communication designs

Jan M. Rabaey, Miodrag Potkonjak, Farinaz Koushanfar, Suet Fei Li, Tim Tuan
November 2000 **Proceedings of the 2000 IEEE/ACM international conference on Computer-aided design**
Full text available: pdf(295.17 KB) Additional Information: full citation, abstract, references, citings

Communication designs form the fastest growing segment of the semiconductor market. Both network processors and wireless chipsets have been attracting a great deal of research attention, financial resources and design efforts. However, further progress is limited by lack of adequate system methodologies and tools. Our goal in this tutorial is to provide impetus for development of communication design techniques and tools.The first part addresses network processors (NP) that we study from three v ...

17 Design challenges of virtual networks: fast, general-purpose communication
Alan M. Mainwaring, David E. Culler
May 1999 **ACM SIGPLAN Notices , Proceedings of the seventh ACM SIGPLAN symposium on Principles and practice of parallel programming,** Volume 34 Issue 8
Full text available: pdf(1.57 MB) Additional Information: full citation, abstract, references, citings, index terms

Virtual networks provide applications with the illusion of having their own dedicated, high-performance networks, although network interfaces posses limited, shared resources. We present the design of a large-scale virtual network system and examine the integration of communication programming interface, system resource management, and network interface operation. Our implementation on a cluster of 100 workstations quantifies the impact of virtualization on small message latencies and throughput ...

Keywords: application programming interfaces, direct network access, high-performance clusters, protocol architecture and implementation, system resource management, virtual networks

18 Monitoring, security, and dynamic configuration with the dynamicTAO reflective ORB
Fabio Kon, Manuel Román, Ping Liu, Jina Mao, Tomonori Yamane, Claudio Magalhã, Roy H. Campbell
April 2000 **IFIP/ACM International Conference on Distributed systems platforms**
Full text available: pdf(482.36 KB) Additional Information: full citation, abstract, references, citings

Conventional middleware systems fail to address important issues related to dynamism. Modern computer systems have to deal not only with heterogeneity in the underlying hardware and software platforms but also with highly dynamic environments. Mobile and distributed applications are greatly affected by dynamic changes of the environment characteristic such as security constraints and resource availability. Existing middleware is not prepared to react to these changes. In many cases, applicati ...

19 SCONE: using concurrent objects for low-level operating system programming
Jun-ichiro Itoh, Yasuhiko Yokote, Mario Tokoro
October 1995 **ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications,** Volume 30 Issue 10
Full text available: pdf(1.66 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper proposes a methodology for making low-level system code of operating systems be replaceable at runtime. Our approach is to use concurrent objects as a basic programming unit for low-level system programs. To realize the different need for each type of system code and to execute these concurrent objects sufficiently efficient, we use a combination of dedicated system service layers and other implementation techniques. System service layers provide the most suitable primitive operations ...

20 DVM: an object-oriented framework for building large distributed Ada systems
Christopher J. Thompson, Vincent Celier
November 1995 **Proceedings of the conference on TRI-Ada '95: Ada's role in global markets: solutions for a changing complex world**
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Peixin Zhong; Martonosi, M.; Ashar, P.; Malik, S.;
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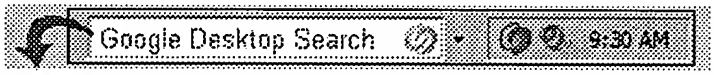

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